BREATH OF FIRE

CAPCOM

PRECAUTIONS

This disc contains game software for the PSP™ (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP™ system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.

Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.

Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Avoid playing when tired or suffering from lack of sleep. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: dizziness, altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

PIRACY

The PSP™ system and this disc contain technical protection mechanisms designed to prevent the unauthorised reproduction of the copyright works present on the disc. The unauthorised use of registered trademarks or the unauthorised reproduction of copyright works by circumventing these mechanisms or otherwise is prohibited by law.

If you have any information about pirate product or methods used to circumvent our technical protection measures please email **anti-piracy@eu.playstation.com** or call your local Customer Service number given at the back of this manual.

PARENTAL CONTROL

This PSP™ (PlayStation®Portable) Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP™ system to restrict the playback of a PSP™Game with a Parental Control Level that is higher than the level set on the PSP™ system. For more information, please refer to the PSP™ system Instruction Manual.

ULES-00193

PAN EUROPEAN GAMES INFORMATION (PEGI) AGE-RATING SYSTEM

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty.

Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:-

3+   **7+**   **12+**   **16+**   **18+**
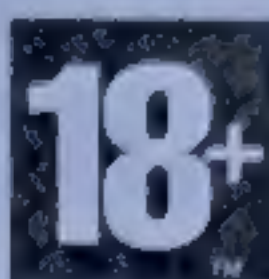
The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:-

VIOLENCE	BAD LANGUAGE	FEAR	SEXUAL CONTENT	DRUGS	DISCRIMINATION

For further information visit http://www.pegi.info

PARENTAL CONTROL LEVEL

This game is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the game package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18+
7	16+
5	12+
3	7+
2	3+

SETTING UP

Set up the PSP™ system according to the instructions in its instruction manual. Turn the PSP™ system on and the POWER indicator will light up green. The Home Menu will be displayed. Press the OPEN latch to open the disc cover. Insert the BREATH OF FIRE™ III disc with the label side facing the rear of the PSP™ system and then securely close the disc cover.

Select the ▣ icon from the Home Menu and then select the ⊙ icon. An image of the software will be displayed. Select the image and press the ✕ button to commence loading.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished product.

MEMORY STICK DUO™

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of the PSP™ system. Saved game data can be loaded from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved game data.
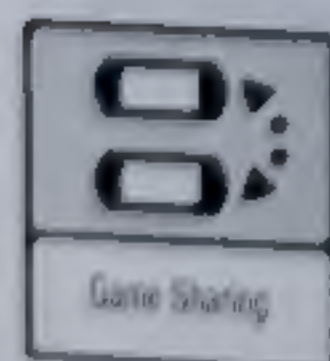
WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP™ systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).

AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP™ systems to communicate directly with each other.

GAME SHARING

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP™ Game in their PSP™ system.
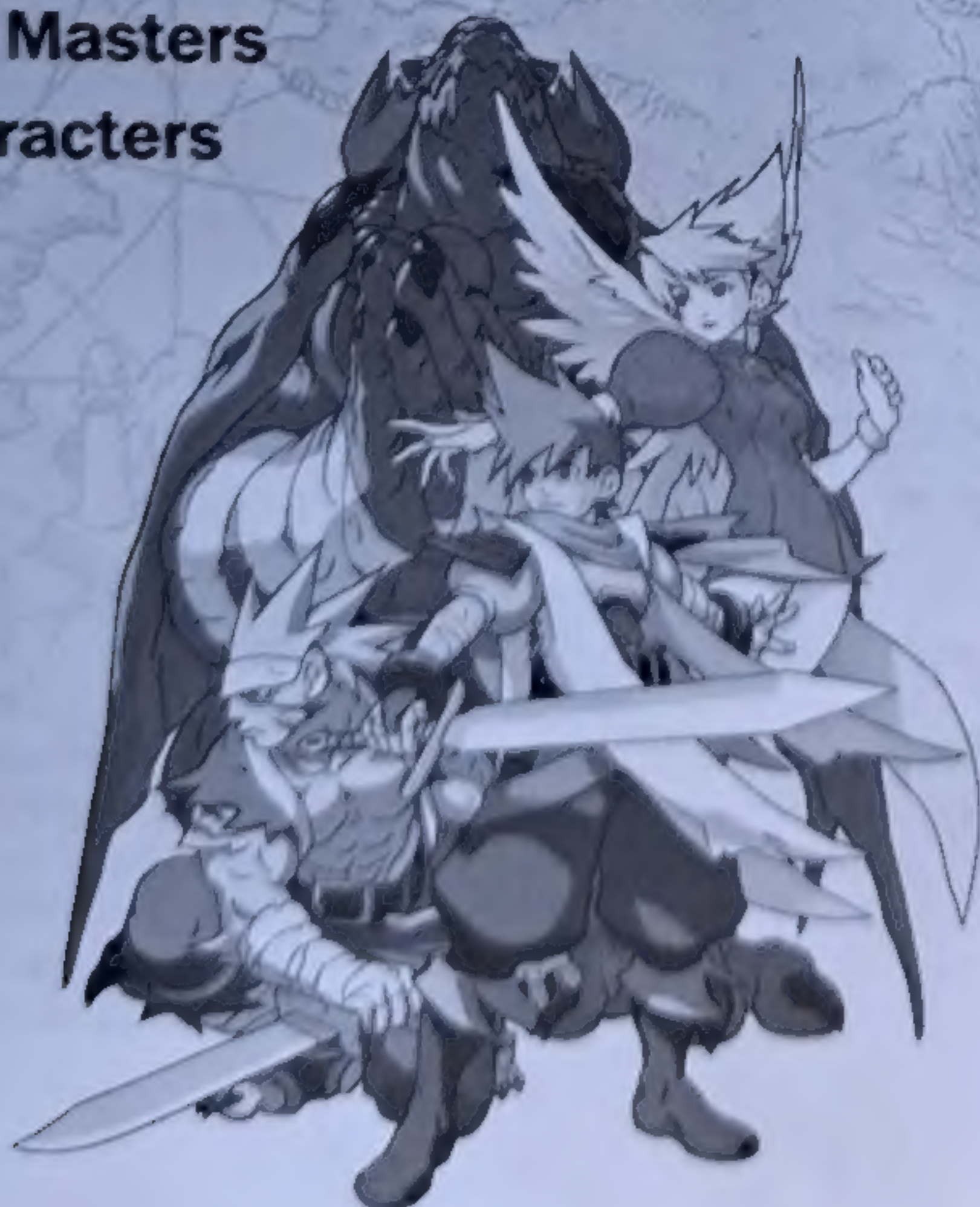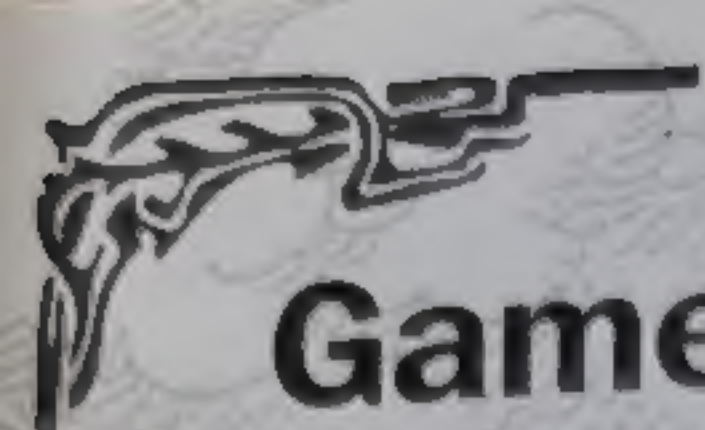
INFRASTRUCTURE MODE

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP™ system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP™ system Instruction Manual.
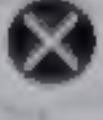
Contents

Game Start
Starting a new game

Main Menu
You can access the Main Menu from the Title screen by pressing the START button. Select NEW GAME with the directional buttons then press the ⊗ button to access the name input screen.

Enter Your Name
Enter your name by following the instructions on-screen. Then select "Start" and you will access the Config Screen.
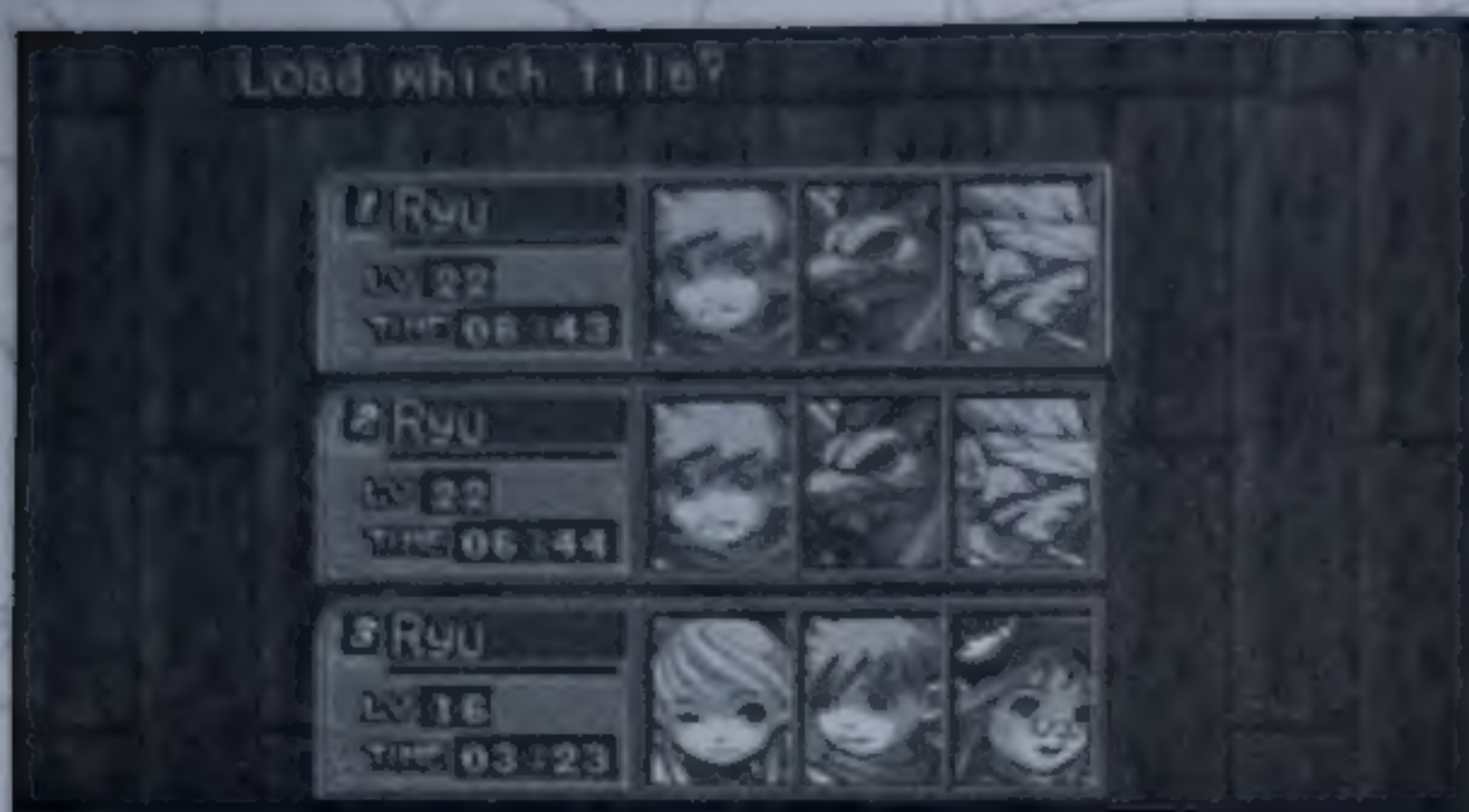
Config Screen
This screen allows you to configure the setup of your game before beginning to play. Select "Quit" to start the game.

Re-Starting a game

Loading

Select "LOAD GAME" from the Main Menu, the list of your saved data will be shown. Select the data you want to load and press the ⊗ button.

How to Save

There are 3 different ways to save your progress:

1) **Speak with the innkeeper at the inn.**
   Data can be saved without staying at the inn.
2) **View the diary.**
   Select "Save" either at the CAMP screen or inside a dungeon.
3) **Pray at a religious statue of the dragon.**
   Speak to the statue.

Saving

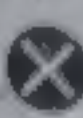Select a file for saving and press the ⊗ button.

Note:
- Memory Stick Duo™ is required to save game data (sold separately). Insert it into the Memory Stick Duo™ slot before attempting to save.
- At least 192KB of free space is required to save game data.
- Memory Stick Duo™ is automatically checked when booting the game, so please insert your Memory Stick Duo™ with your game data before powering up the system.
- Do not remove the Memory Stick Duo™ during save or load operations, as this may corrupt the save data.
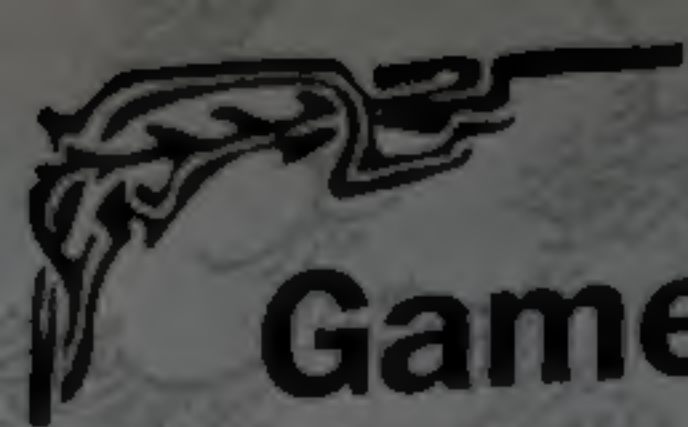
Gameplay Mode
The 4 Game Screens

World Map See p.10

The birds-eye view of the world of Breath of Fire is shown. Go to either a city or a dungeon from this screen. Press ✖ button when an area name is shown to go to the area map.

Area Map See p.11

From this map you can enter a village/city, or explore dungeons.

Sub-screen See p.12

You can use items, adjust weapons and check the status of your party on this screen. Press ● button on the World Map, Area Map or from the CAMP screen.

Sub screen Command:

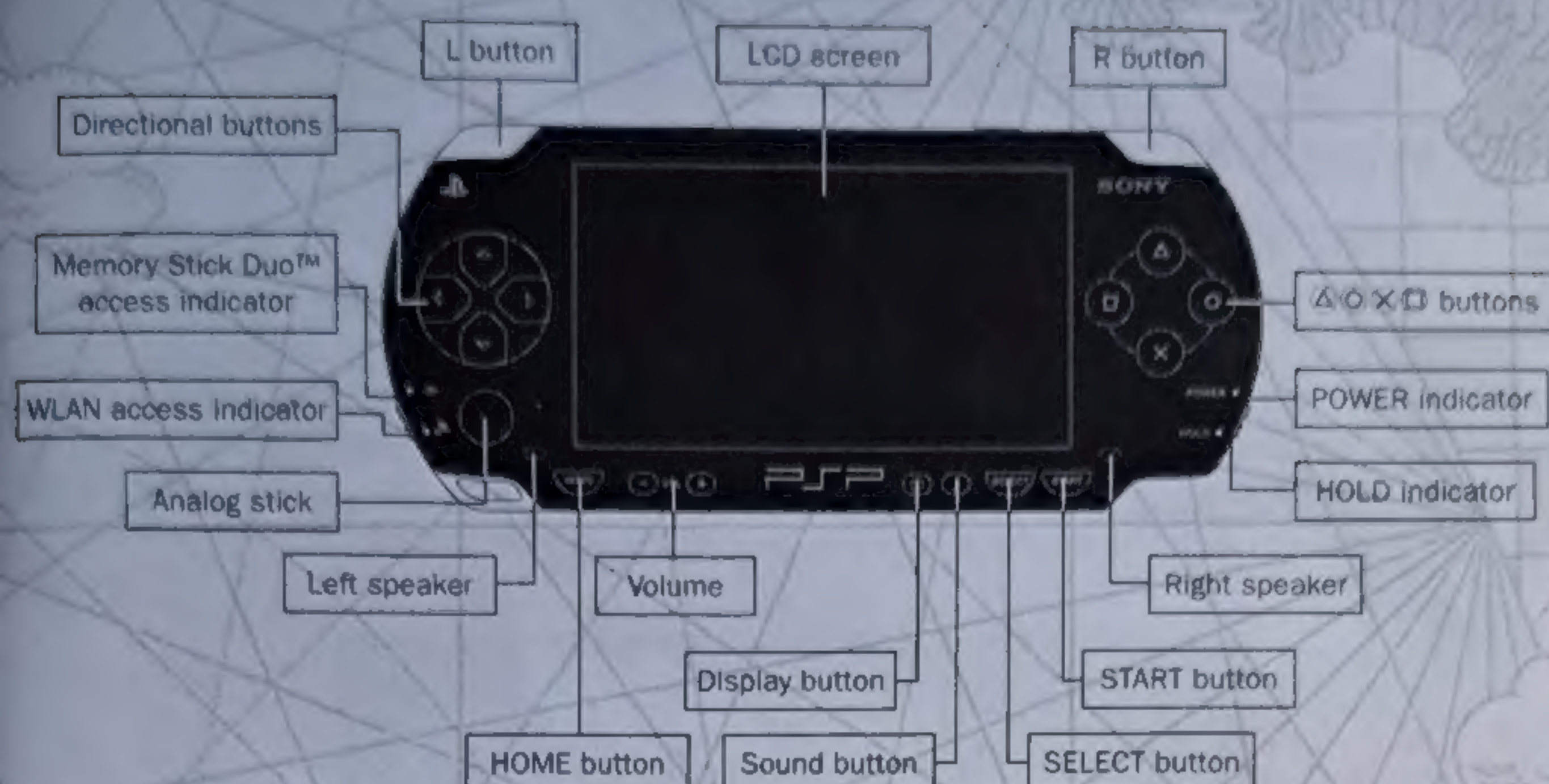"Item", "Ability", "Equip", "Tactics", "Status", "Config" and "Camp".

Camp Screen

Access the CAMP screen and prepare for your journey, rest up for a night or converse with your friends.

Camp Command:

"Rest", "Save", "Change party members", "Look at Skill Notes", "Look at Master List" and "Nothing".

Default Controls

Directional buttons	
L button	
LCD screen	
R button	
Memory Stick Duo™ access indicator	
△○✕□ buttons	
WLAN access indicator	POWER indicator
Analog stick	HOLD indicator
Left speaker	Right speaker
Volume	START button
Display button	
HOME button	Sound button	SELECT button

World Map

Directional buttons	Move Characters in 8 Directions
Analog stick	Move Characters in 8 Directions
✕ **button**	Select
△ **button**	Dash (When the "autorun" option is set as "manual". See page 15 for details.)
□ **button**	Opens Sub-Screen
○ **button**	Display the area's details (while the area's name is on)
R button	Hold and use the directional buttons to change camera angle
START button	Opens CAMP screen
SELECT button	Turns Help Message On or Off

Area Map

Directional buttons	Move Characters in 8 Directions
Analog stick	Move Characters in 8 Directions
✕ **button**	Select
□ **button**	Opens Sub-Screen
○ **button**	Ability
△ **button**	Dash (When the "autorun" option is set as "manual". See page 15 for details.)
L button	Change Party Leader
R button	Hold and use the directional buttons to change camera angle
START button	Show cursor (use directional buttons to move cursor)

NOTE: The above are Default Controls. You can reassign the Area Map Default Controls in Config of Sub-Screen. See p.15.
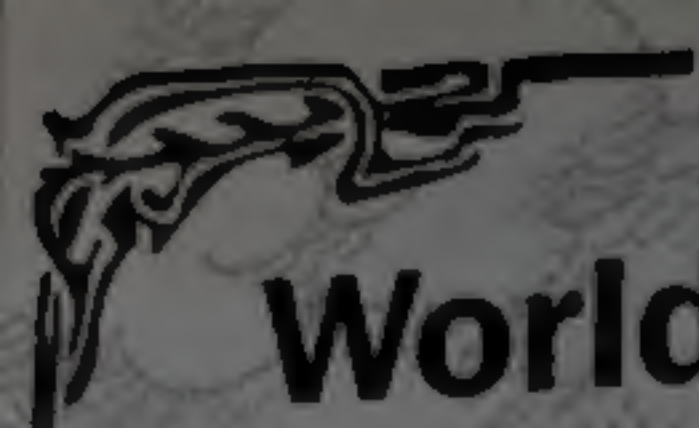
World Map

You may enter an area from the World Map.

World Map Screen

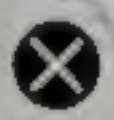| Help Window		
The red arrow of the compass indicates North.	Available commands and the compass will appear.	Commands not available appear in grey.

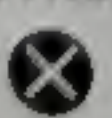| Area Map Name |
|---|
| This will appear when the player approaches certain areas. |

The Local Name
The Player's Position.

Note: Use the Select button to activate or deactivate the Command Help windows and the Local Name.
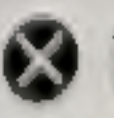
Enter Cities or Dungeons

When the name of an Area Map appears above your character's head, press the ✖ button and enter the Area Map. The ⦿ button also shows you more about the area.

From the World Map for Fighting

When the exclamation point appears above your character's head, press the ✖ button to enter the Fighting Area Map.

Restrictions with Area Map

You can go through the Area Map without pressing the ✖ button, but there are some area maps you can not go through unless you have completed specific events.

Area Map

From this map you can enter villages, cities, jungles, and mountains.

Control in Area Map

You will play the head of the party character and lead the party members.

Ability

Press the ⊙ button to use the party leader's ability. Use the L button to change your party leader with a field member. Ability will differ depending on which character is currently the leader.

Different Areas

Villages and Cities

In villages and cities, you can purchase items from shops, and speak with people who may have valuable information for you.

Inns: If you spend the night at an inn, current Hit Points (HP), Ability Points (AP) and overall HP will be recharged.

General Store: Medicine, antidotes and other convenient items may be purchased here.

Weapon Shop: Swords, shields, armour and other protective materials may be purchased here.

Apothecary: Here you can temporarily raise your status for a precaution.

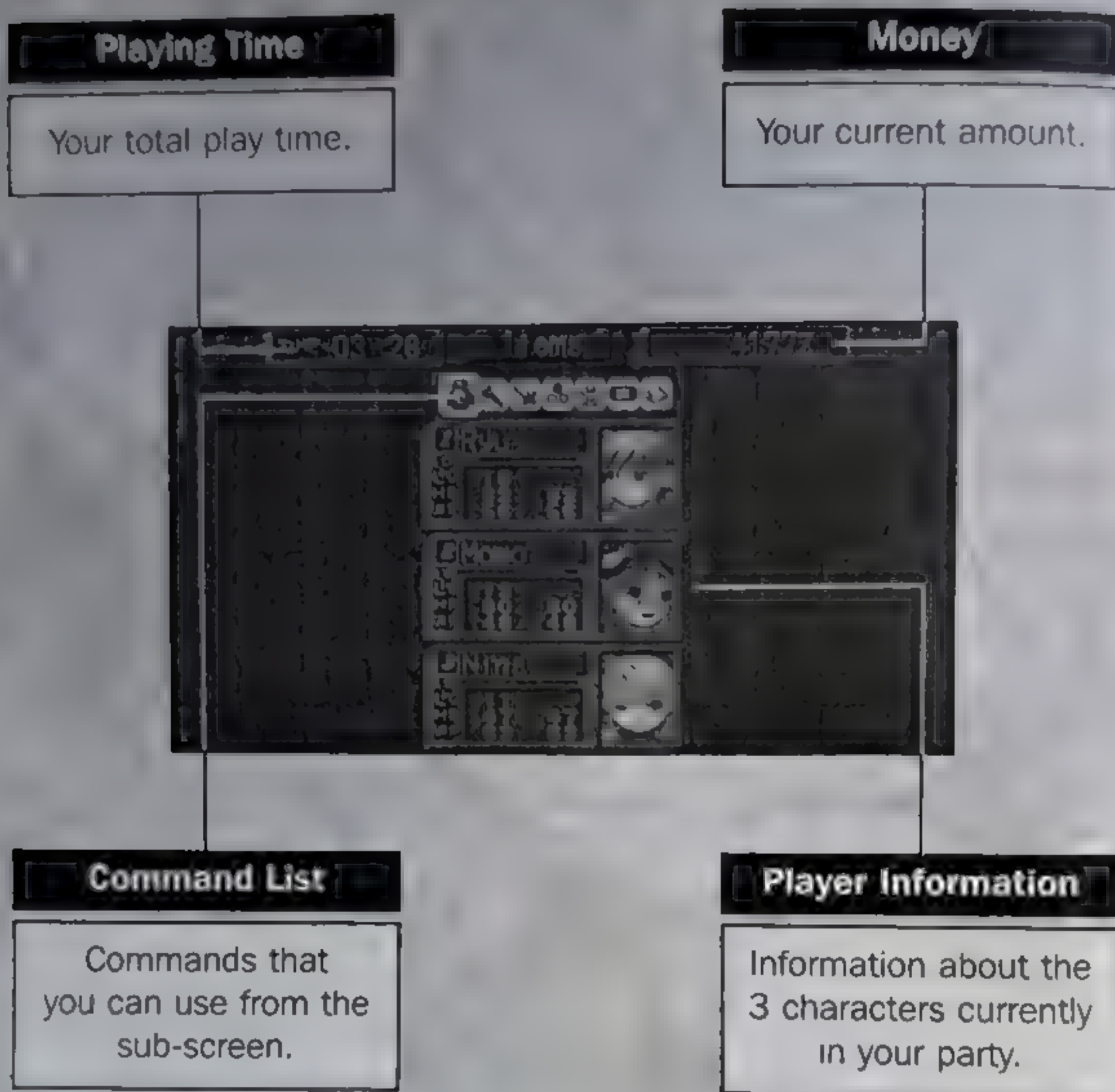### Dungeons/Mountains/Forests/Highways

As you travel through each different Area Map, you will encounter various unfriendly creatures that will attack you. Also, from this Map you may find treasure chests and hidden traps.
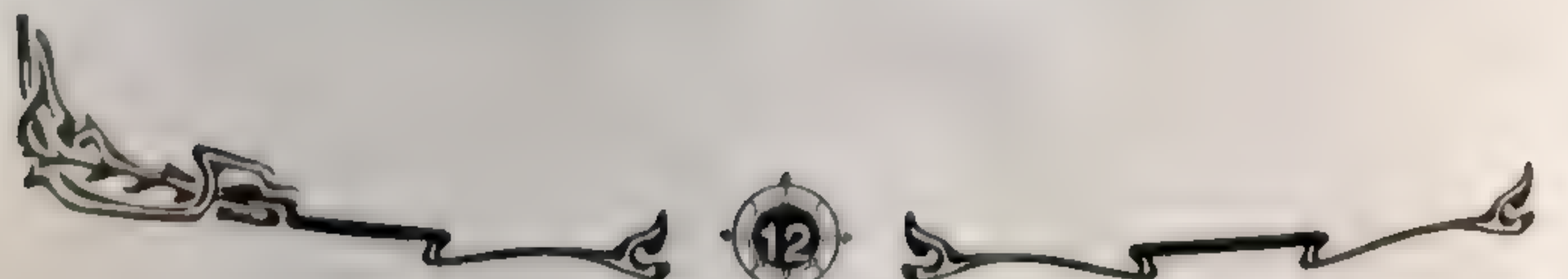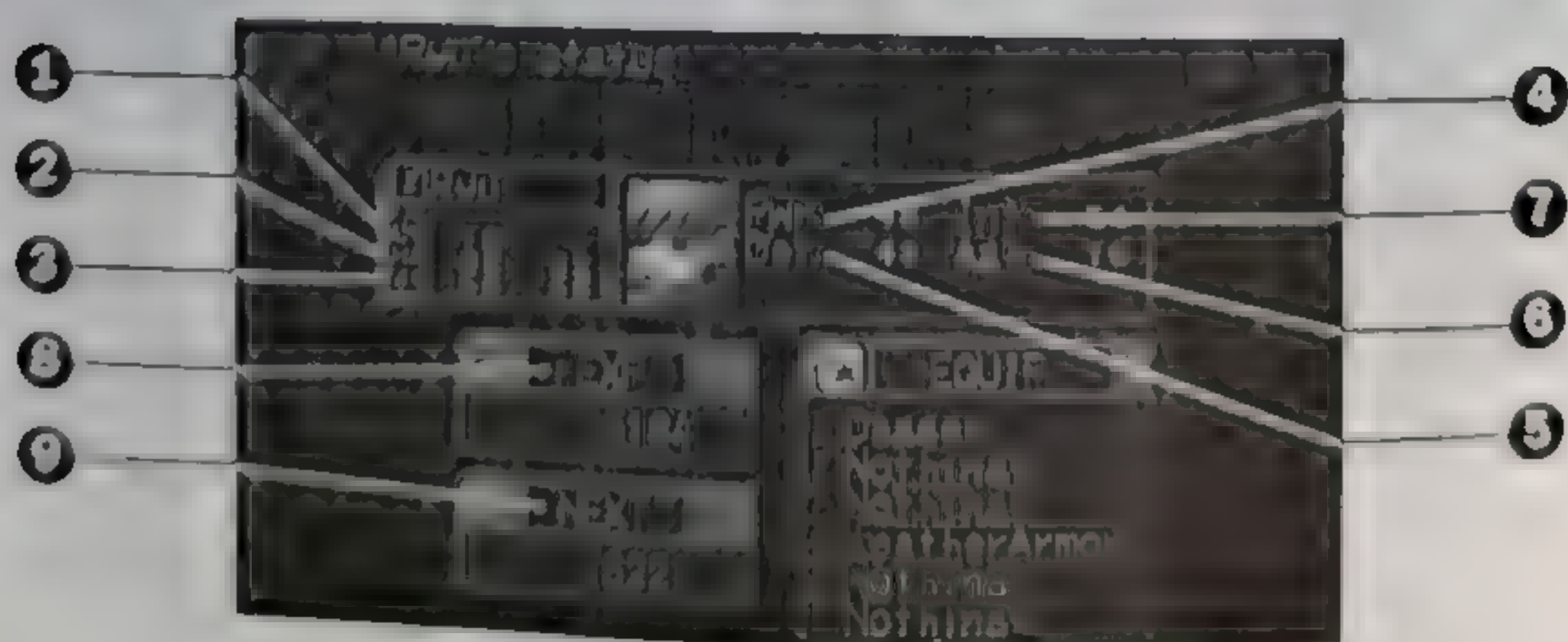
Menu

Press the ● button to bring up the Sub-screen.
(This option is not available during an event or battle.)

Sub-screen

Playing Time
Your total play time.

Money
Your current amount.

Command List
Commands that you can use from the sub-screen.

Player Information
Information about the 3 characters currently in your party.

Commands

① ② ③ ⑧ ⑨ ④ ⑦ ⑥ ⑤

① LV Level This is your current level; your level and abilities increase as you become more experienced in battle.

② HP Hit Points – Your current HP (vitality) and overall HP are shown here.

③ AP Ability Points – These are your ability points, which are needed to use special skills (See p.18).

④ PWR Power – Physical attack power you receive from various weapons.

⑤ DEF Defence – Physical power you have to fend off attacks.

⑥ AGL Agility – Influences the following 2 elements:
- Possibility of EX turn
- Order to take an action in the turn (the more AGL a character has, the more chance it can take an action earlier than other characters in each turn)

⑦ INT Intelligence – Affects damage you may receive and inflict with magical attacks.

⑧ EXP Experience Points – These are used to determine your level. You gain experience by overthrowing enemies.

⑨ NEXT The amount of experience needed to reach the next level.

Status

Status allows you to view the current standing of the characters in your party by selecting the character and pressing the ❌ button.

Items

You can USE, SORT, DROP or view VTAL (vital) items you have acquired. If you highlight the item, details of the item will appear on the screen. 'VITAL' items are important items that you can get at events.

Equip

In order to use weapons and armour, you must EQUIP them.

Equip weapons and armour. By highlighting a weapon or piece of armour, the item's status will be displayed.

| BLUE | Abilty **UP** | RED | Abilty **DOWN** |

OPTI Optimize your equipment to maximize PWR for battle.

FAST Optimize your equipment for attack speed.

POOL Remove equipment, but not the weapon.

⬛ button can also be used to remove equipment.

Menu (cont.)

Press the ● button to bring up the Sub-screen.
(This option is not available during an event or battle.)

Ability
Your character's abilities include "Magic" and "Skill"
You need AP to use your abilities.

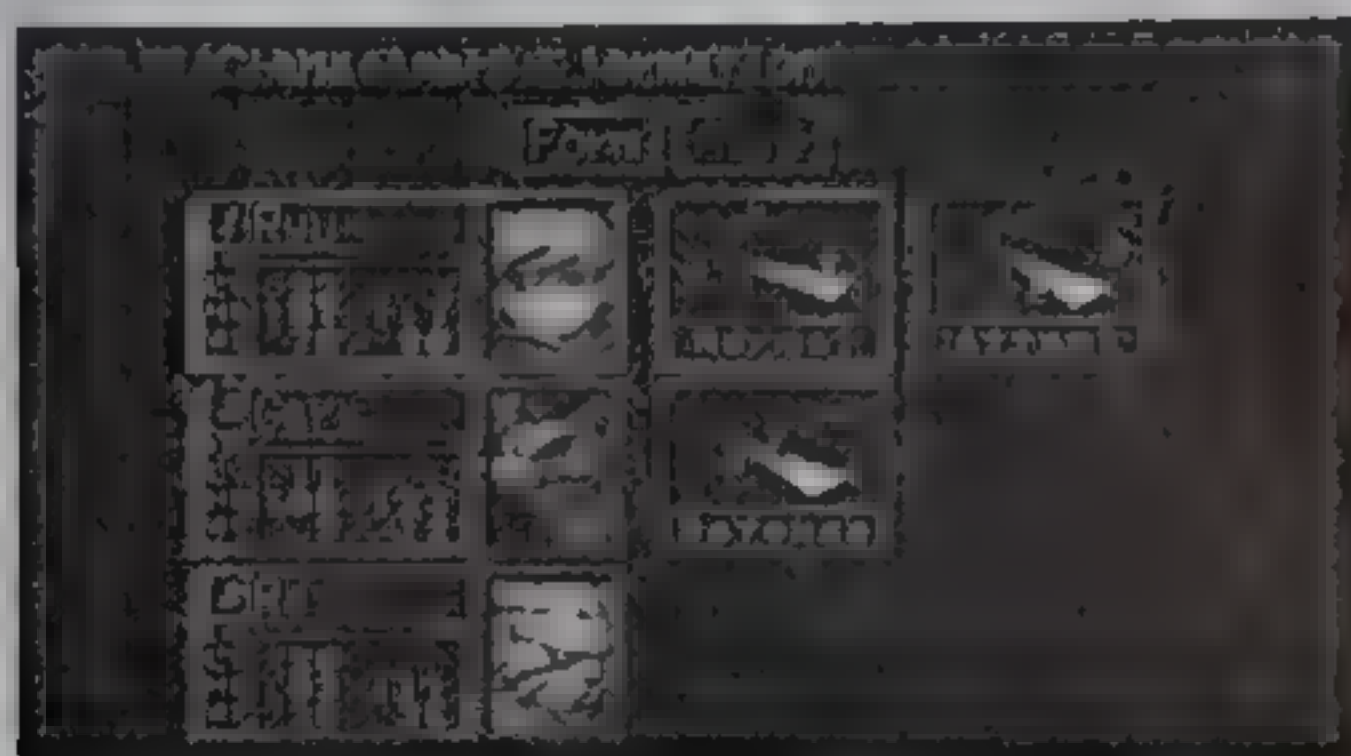|	
ABIL	Use magics or special skills.
SORT	Sort out magics/skills for each character.
NOTE	You can read or change your skill notes that you have learned or acquired. (See p.18)
GENE	You can check your list of Genes that you have acquired. (See p.19)

Tactics
This option allows you to change your party members and change formations. Formation has various influences on battle.
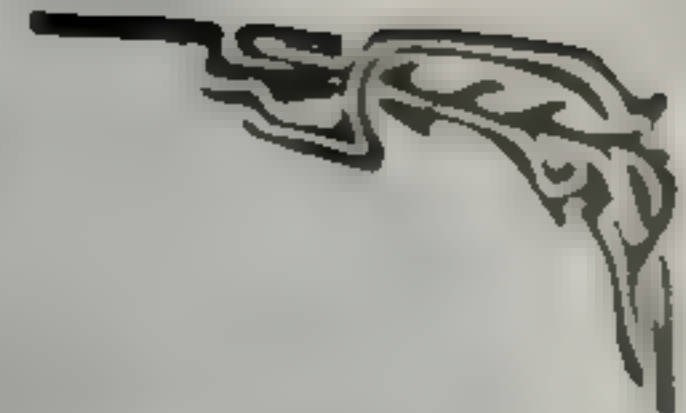
Form: *Highlight FORM (Formation) then use the Directional buttons to highlight a formation you want. Then, you can change the character's formation by using the Formation number.*

Formations
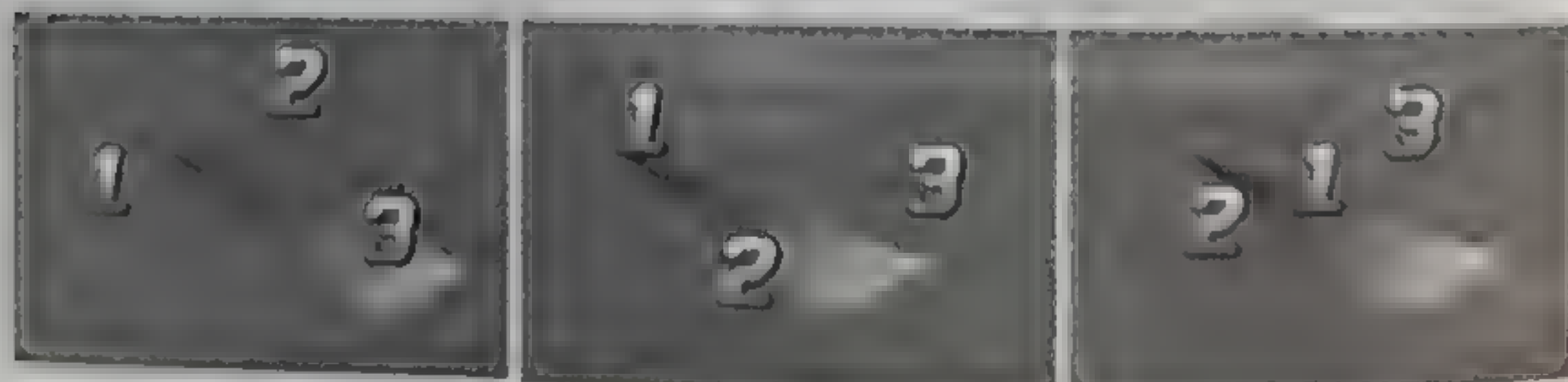
Normal	Attack	Defence
Basic formation. Character 3 will be protected most.	**Formation to attack.** Character 1's attacking power will increase.	**Formation to defend.** All of the characters defence will be increased.

Ally: *If there is a character you have formed an alliance with, but they are not currently in your travelling party, select ALLY in order to bring them into your party.*
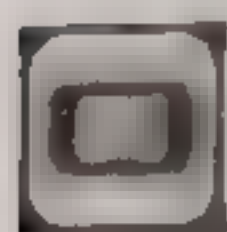
Camp
Bring up the CAMP screen.
You can only camp at certain points.

In the CAMP screen, you can talk to your party members to get clues and perform various camp commands. Check the diary in the tent to bring up the commands. You can take a rest to restore HPs and APs, save your progress, change your party members and check your skill notes and master list.

Config
Configure the setup of your game.

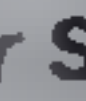|	
Msg Speed	*Adjust message speed.*
Window Clr	*Adjust the window's background colour.*
Background	*Adjust the background of the Sub-screen.*
Autorun	*The character's walking speed will be changed. "Walk" in manual, and "Dash" in automatic setting. Pressing down the △ button will reverse this control.*
Button Config	*The controls in Area Map will be reassigned. Press the → button and open the Config Window. Select the command you want to reassign and press the button you want to reassign it. Press the ← button or **START** button to finish.*
Delete Data	*Delete your save data.*
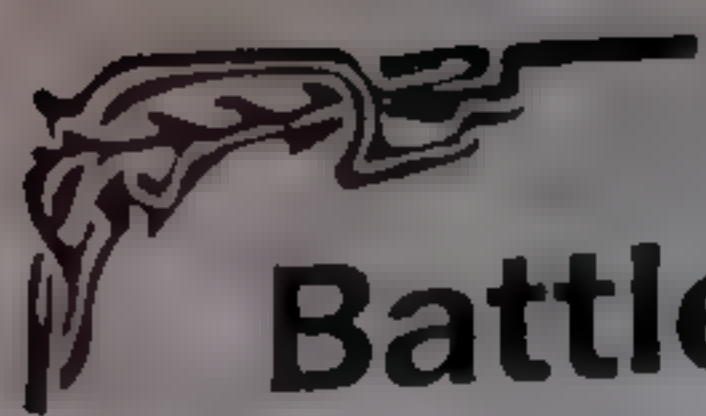
Battle-Scene

When you encounter unfriendly creatures, you will have to fight.

Battle Screen

❶ Attacker or Target — "EX" will appear when in the EX turn*

❷ Battle Command — Choose the character's next action

❸ Enemy HP — The enemy's remaining HP gauge.

❹ The Player's parameter — Your remaining HP and AP gauges. When your character's HP reaches 0, your character will faint.

*An EX turn occurs when your agility is much larger than your enemy

Battle Commands

Highlight the command icon you want to use and press the ❌ button. You can also use a command by highlighting it twice quickly (tap the corresponding button twice quickly).
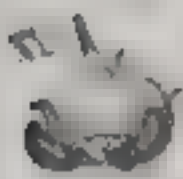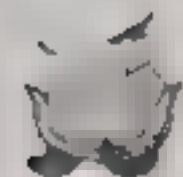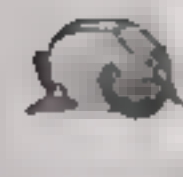
Command	Description
CHG (Auto Attack) L button + ❌ button	Automatic attack. The ◉ button will stop it.
ABL (Ability/Skill) ↑ + ❍ button	Use learned or acquired special abilities or skills. The ones in grey are not available.
ESC R button + ❍ button	Escape without fighting. But if you fail to escape, you will be attacked during one turn
EXA (Examine) ← + ❍ button	There is an opportunity to acquire an enemy's special ability. Use this option
ATK (Attack) ❍ button	Attack with the equipped weapon.
DEF (Defend) → + ❍ button	Select this to attempt to block your opponent's attack
USE (Use Items) ↓ + ❍ button	Items you have purchased or acquired are available here.
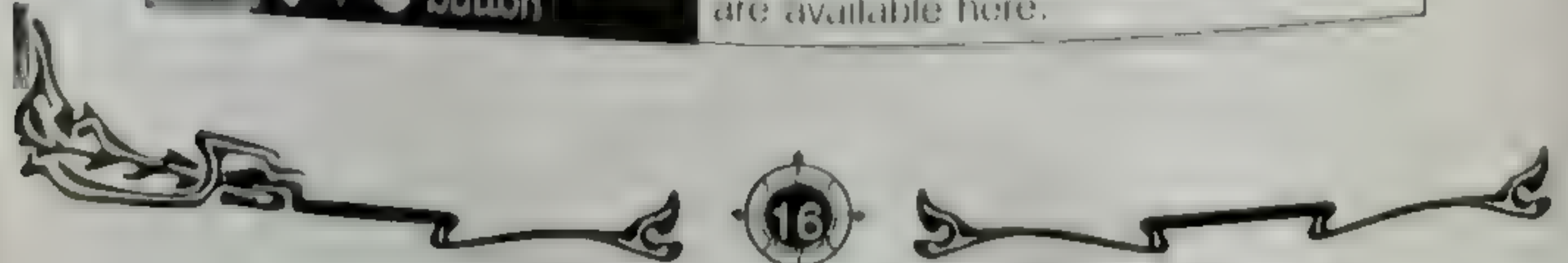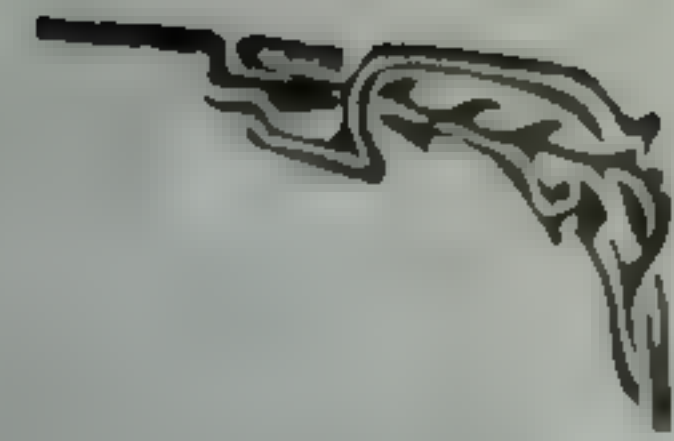
Problem Status

Sometimes in the middle of battle, topography or your opponent's abilities can cause some problems.
Here is a list of problem statuses:

		EFFECT	
	Poison	HP, Attack ability decrease; no running.	Pharmacological magic, Antidote, Panacea or Moon Tears.
	Sleep	Cannot move until it wears off.	Pharmacological magic, Croc Tear, Moon Tears. Panacea or Getting attacked
	Confusion	Can't choose to fight back.	Pharmacological magic, Croc Tear, Moon Tears. Panacea or Getting attacked
	Blindness	Hit rate reduces.	Pharmacological magic, Croc Tear, Moon Tears, Panacea or Eye Drops.
	Paralysis	Cannot move at all.	Pharmacological magic, Croc Tear, Moon Tears, Panacea.
	Unconsciousness	Cannot move at all during battle.	Revival magic, Ammonia.
	Egg**	Unable to move for 5 turns Parameter will recover after 5 turns.	Pharmacological magic, Panacea.

**After 5 turns in EGG, or when the fight ends, the problem status ends, plus AP and HP are restored.

End of Battle

Once the fight ends and you are successful, you acquire experience points, items, and zenny (money). In cases where you have fainted from lack of HP, your HP will be up raised to 1 but your overall HP will decrease. You can replenish this by staying overnight at an inn.

Game Over

The game will be over when all the party members either become Paralysed or Unconscious.
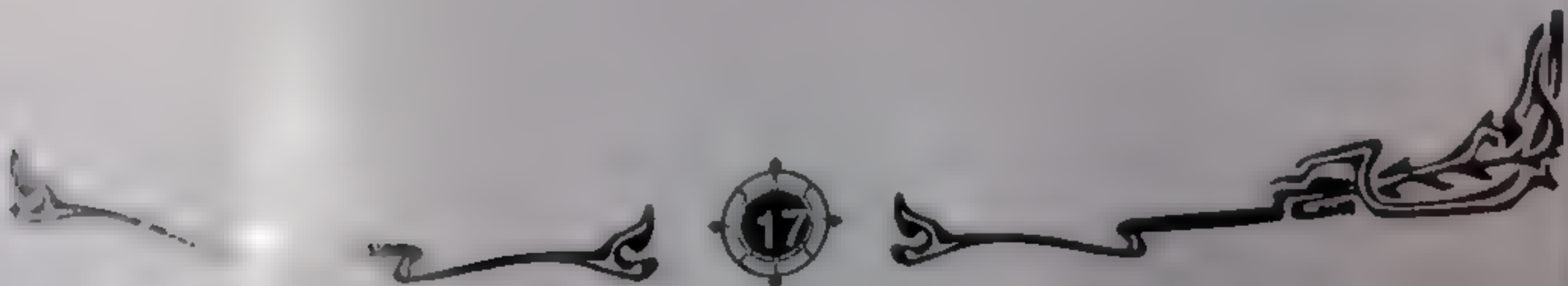
Ability
Ability/Skill

Ability

There are 3 possible lists of ability to use here: **ATTACK** (special attack abilities), **HEAL** (healing party members) and **ASSIST** (helps party members). Available Magics are shown in white and unavailable ones are shown in grey.

Skill

The skills that your party members acquire can be used by using Skill Notes. Skills can be acquired by the following ways:

How to acquire Skills...

1. **Steal an enemy's ability by "Examine".**
   Use EXA command during a battle to acquire the enemy's special ability (See p.16). If you succeed in acquiring the ability, an exclamation mark will appear above your character's head.
2. **Be an apprentice under a Master.**
   A character can change the growth of his/her inherent abilities by virtue of what the teacher knows (See p.20).

Skill Notes

You can check your skills you have acquired, or change your current skills to new ones by viewing Skill Notes at the Camp Command.

- In order to change your current skills to the new ones, you must use Skill Ink.
- You can get Skill Ink at a Treasure box or at Manillo's Shop.

Dragon Gene System

Change into a powerful dragon.

Gene

Obtaining Gene/s releases the hidden power inside of Ryu's body and transforms him into a Dragon.
You can find Gene/s during Story Events and inside the Ghost Mines in the fields.

How to transform

During a battle, you can change Ryu (or your character) into several dragon forms by using The Dragon Gene System.
A maximum of 3 genes can be spliced for creating various type of Dragons.

PICK	Choose the Dragon Gene/s you would like to use.
DATA	Choose data from 6 previous Gene splices.
BEST	Bring up the registered Gene splices. Highlight your selected Gene splice in the DATA section and press the ⬤ button to register. (A maximum of 12 can be registered).

Dragon Form

Once transformed, you can use very powerful skills. You have only 3 Battle Menu icons here: ATK, ABL, DEF. To maintain your Dragon form, you must expend some AP, depending on how many genes you spliced together.

Losing Dragon Form
- Not enough AP to maintain the Dragon form.
- Your HP is gone.
- Select "Restore Form".

Master System

By becoming an apprentice to a Master and responding to your teacher's skills, you own status increases and advances.

What is The Master System?

In the Breath of Fire world you may meet people who are known as Masters. Becoming an apprentice may affect your own status as shown below;

Features of Master System

1. A character can change the growth of his/her inherent abilities by virtue of what his teacher knows.
2. Skill will be taught depending on your level.
3. You can increase special traits and improve things which are weak within you. (WITH some Masters)

Becoming an Apprentice

To be taken on by a Master, a ritual or test is required. A Master might say "gather food and come". After performing the task requested, you are cleared to become an apprentice. However, you cannot have an appreticeship with more than 1 Master.

Apprenticeship

When you are allowed to be taken as an apprentice, you will be asked if you want to enter an apprenticeship. Select a character to enter an apprenticeship with the master.

When you have fulfilled the terms of the apprenticeship, the Master's name will be added to the Master List, and you can see the Master's details.
You can check the details of the Masters whom you have fulfilled the terms of apprenticeship on the Master List of the Camp Commands.
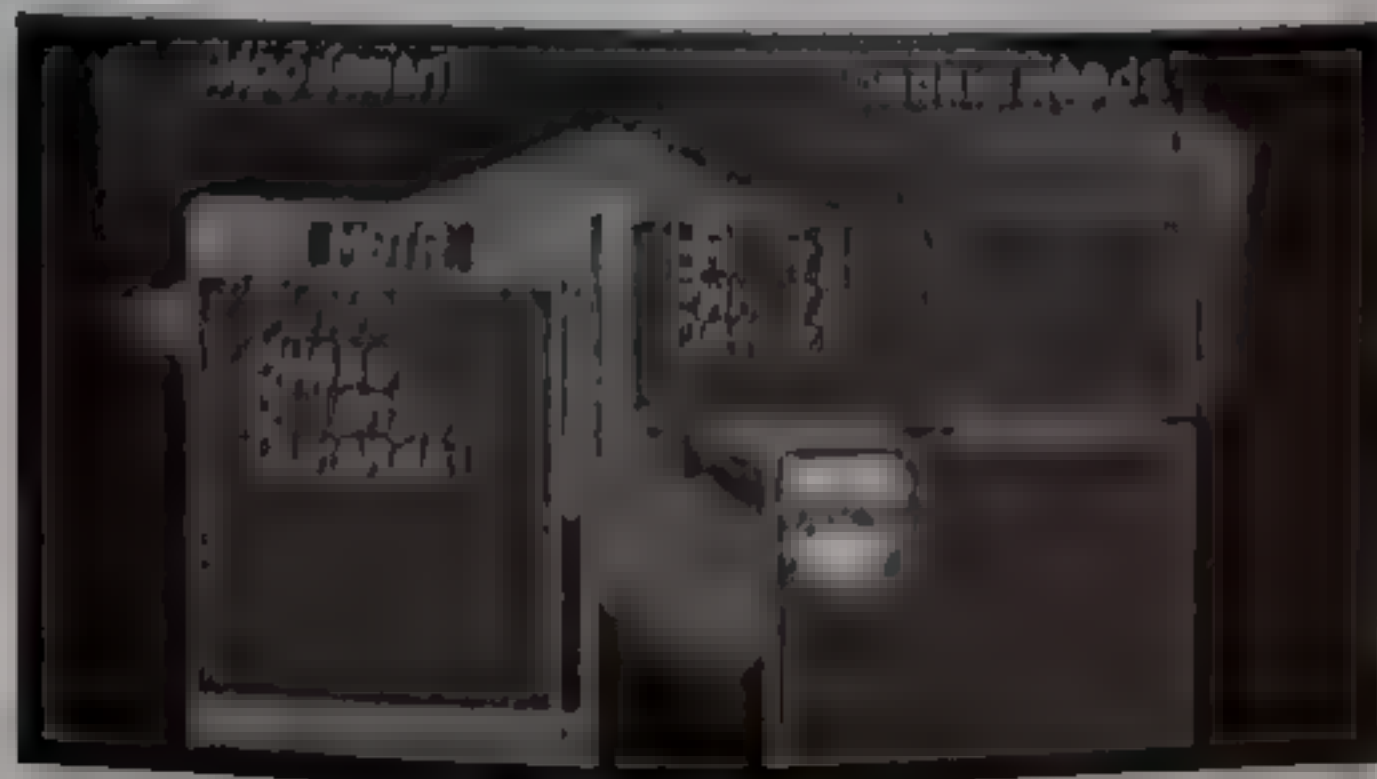
Help the Faerie Village

During your travels you will come across a group of faeries. Help their village grow and develop to access bonus items and purchase rare items.

You can enter the faerie village by using an item at the Flower Field on the world map.

Fishing

If you have a fishing rod and lure, you are able to fish at the Fishing Spots in the World Map.
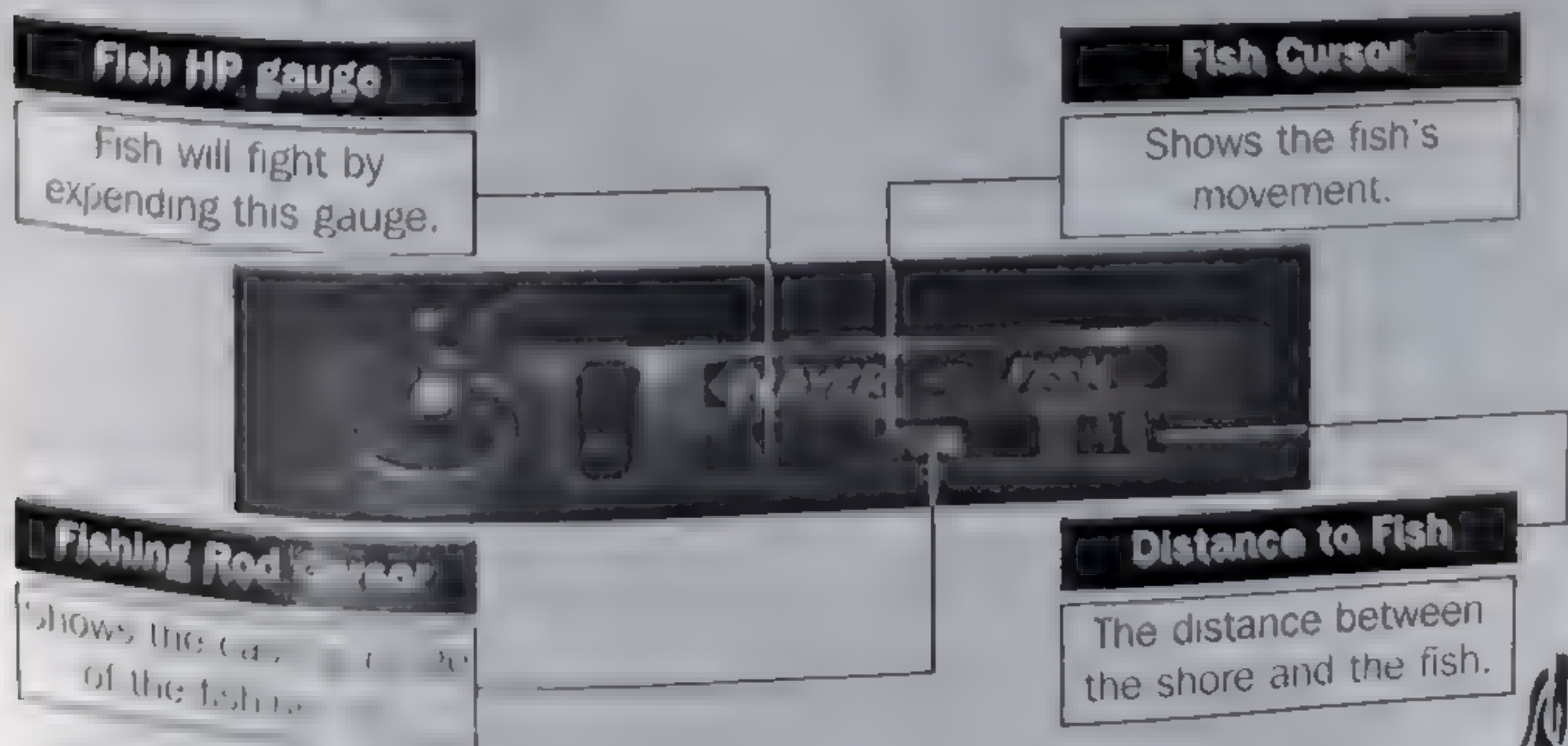
Let's fish!

You can fish from the spot in the World Map where you see a fish pop out of the water. The fish you have caught can be used as an item, and different fish may recover HP or AP.

How to fish

When "Fishing Spot" appears above the character's head, press the ❌ button to enter the Fishing Area.

1) **Equip the right fishing tackle:** You have to equip the fishing rod and lure first. You must make certain to use the correct lure to catch fish. Each fish is very picky.

2) **Casting:** Cast the line by pressing the ❌ button. The higher the value of casting power, the farther your cast will sail.

3) **Attract the fish:** Use the ❌ button in combination with the directional buttons to create a rhythm that attracts the fish after your lure hits the water.

4) **Fight with the fish:** After the fish grabs the lure, the words "FIGHT!" appear. This lets you know you have a chance to reel the fish in.

Fish HP gauge
Fish will fight by expending this gauge.

Fish Cursor
Shows the fish's movement.

Fishing Rod gear
Shows the cast of the fishing.

Distance to Fish
The distance between the shore and the fish.

Fishing (cont.)

Knowledge of the Fight

1. Put the fishing rod and fish cursors together and press the ✖ button.
When the cursors are too far apart, be careful not to let the line break and lose your lure.

2. Watch out for the Fish's HP
Fish may jump around while its HP is still remaining. As the fish pulls on the line, reeling in the fish exhausts its strength.

3. Your line is limited to a maximum of 60M
If the fish escapes more than 60M away by pulling the line, the line will break and you have lost the fish.

5) Catch the Fish
The type of fish you caught can be viewed.

Length		Fish Shape

Fishing Spots	CLASS
The points are determined by the length of the fish.	Your Class of fisherman is determined by total value of the fish.
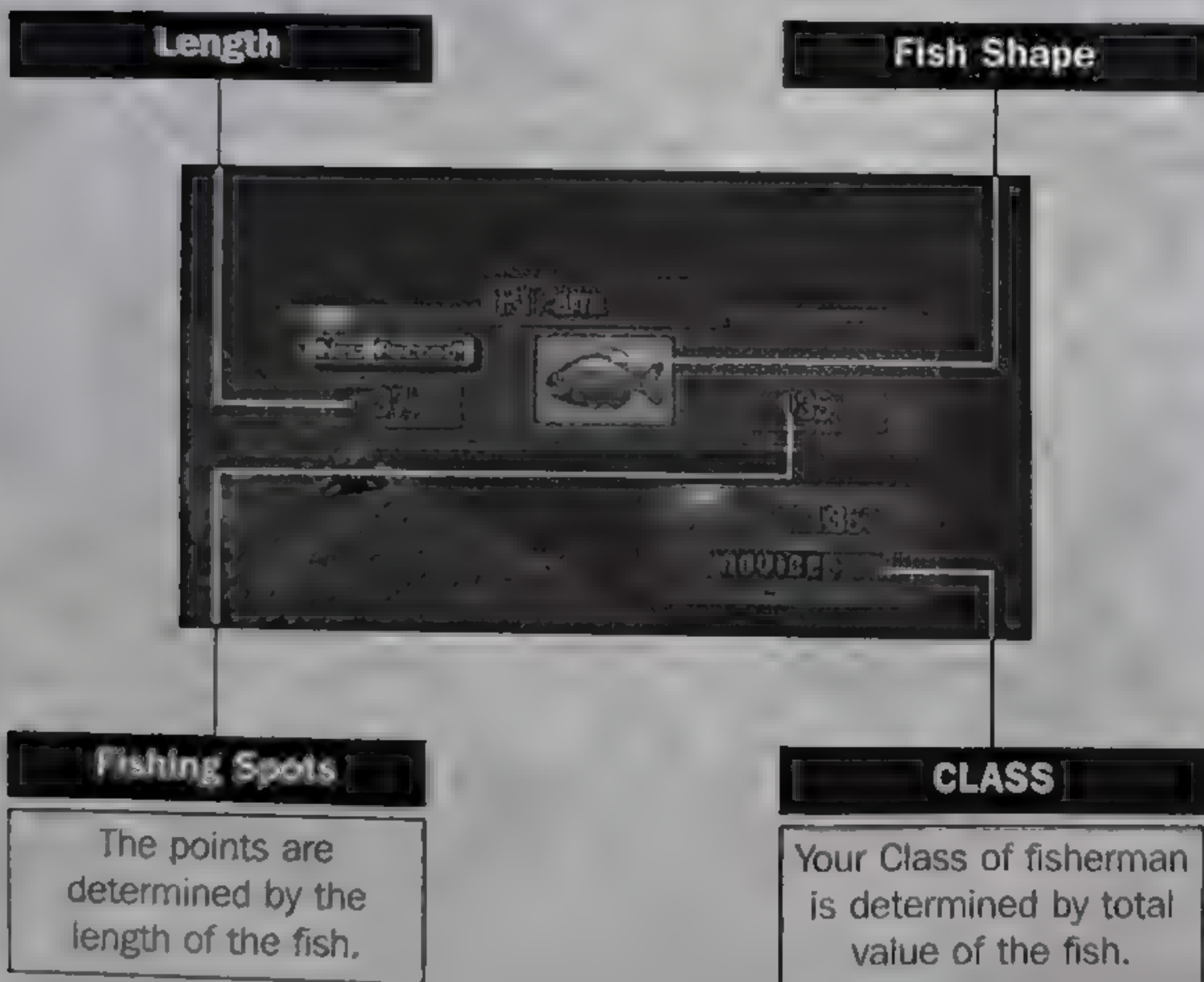
Finish Fishing

Select EXIT and press the ✖ button, you will return to the World Map.

Fishing Mode

Fulfilling certain requirements in the Story Mode will unlock Fishing Mode. Select "Fishing Mode" and press the ⊗ button to start the mode.

Basics of Fishing Mode

You will be challenged to score as much as possible by catching fish using different fishing tackle at different Fishing Spots. You will begin from one Fishing Spot. Completing this Spot will unlock new places to fish.

Challenge Mode

1) Select a Fishing Spot
Select a fishing Spot from the list.

2) Equipping with Fishing Tackle
Equip your fishing tackle before the Challenge begins. Select "Start Game" when you are ready.

3) Catch a Fish!
Fish until your time runs out. The bigger the fish you catch, the greater the points you will earn.

4) Your Score
Your earned score will be judged against the targets. If your score is above the targets, original illustrations will be awarded.

Fishing Spots

Features of different Fishing Spots can be checked before starting to play. Difficulty level of the Fishing Spot determines the fishing rod, lure and target point.

You will begin from one Fishing Spot. Completing this Spot will unlock new places to fish.

Fishing Mode (con

Hints

Find out a lure that attracts the fish!

- Different fish prefer different lures.
- It is important to find out which lure would attract which fish.

Lure the fish in closer to the bank!

- The time to reel in the fish will differ depending on the location.
- Try to lure it nearer to the bank and make it bite.

Big fish require a lure with a higher LV!

- By creating a rhythm that attracts fish you may be able to make a big fish bite even with a lower LV lure.
- Practice on creating a rhythm for the difficult places where bigger fish are hard to catch.

Game Sharing

This Game Sharing function allows you to send the game software to another PSP™.

Game Sharing

Select GAME SHARING from the Main Menu and press the
❌ button. You can send "Fishing" to another PSP™ nearby.
The person who has received it on his/her PSP™ can enjoy "Fishing" without "Breath of Fire™ III" game disc.
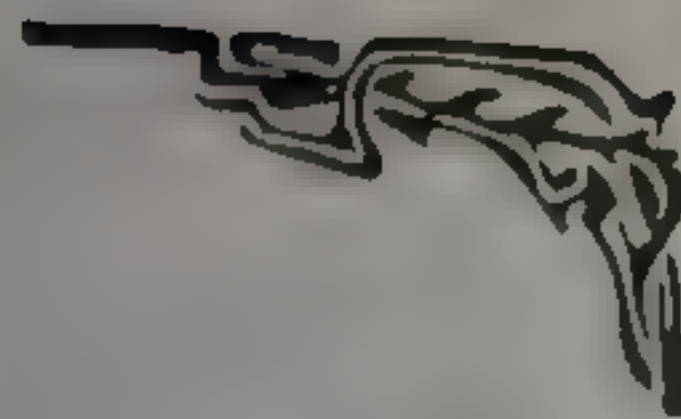
Operation of Game Sharing

Switch on Wireless (WLAN switch) on both PSP™.

The sender of the game

- Select GAME SHARING from title screen.
  (This cannot be chosen until unlocking Fishing Mode.)
- Follow the on-screen instructions.

NOTE: The game cannot be sent to multiple PSP™ simultaneously using the Game Sharing function.

The receiver of the game
- Select GAME SHARING from Home Menu.
- Follow the on-screen instructions.

The controls of the game can be viewed by selecting "Rule" from the EQUIP screen.

Starting the Game

After downloading the game, follow the on-screen instructions to begin play.

The Controls

The basic controls are the same as the Fishing in the main story. The controls are also checked during the gameplay. Before casting, press the ● button and open Menu. Select "Rule".

Exiting the Fishing Game

Before a cast, press the ● button to open the Menu. Select "EXIT" from the Menu to exit the game and return to the Main Menu.

Fishing & Game Sharing

The Fishing transferred during Game Sharing cannot be saved on the receiving PSP™. To begin a new session the data must be transferred again. To end the Game Sharing mode:
- Switch off PSP™

or
- Press the **HOME** button.

Gallery Mode

You can view illustrations you have obtained in the Fishing Mode in the Gallery. Various illustrations, including some unique to the PSP™, are viewable here.

The Masters

In the BREATH OF FIRE world you may meet ... known as Masters. By becoming an apprentice ... and responding to your teacher's skills, your own ..., increases and advances. Maturity and growth are important changes for your character.

Become an apprentice

A character can change the growth of his/her inherent abilities by virtue of what his teacher knows. Some Masters also teach skills. Other Masters will teach you things that will have an extreme effect on your future behavior and abilities. Their attributes will be strongly placed upon their apprentice. The best part of being an apprentice is increasing special traits and improving things which are weak within you.

The Masters

Mygas Type/Wizard

The travelling wizard who appeared with the arrival of Spring.

LEVEL 1 UP	Frost	LEVEL 4 UP	Meditation
LEVEL 6 UP	Magic Ball	LEVEL 8 UP	?????

Bunyan Type/Warrior

A strong lumberjack who has been living in the Cedar woods for many years.

LEVEL 2 UP	Risky Blow	LEVEL 5 UP	Focus
LEVEL 8 UP	?????	LEVEL 10 UP	?????

D'Ionzo Type/Warrior

A carefree female cat burglar who's looking for a follower.

LEVEL 2 UP	Monopolize	LEVEL 3 UP	Intimidate
LEVEL 4 UP	?????		

Fahl Type/Warrior

A drunk bartender, who is first class in fighting.

LEVEL 2 UP	Charge	LEVEL 4 UP	Counter
LEVEL 6 UP	?????		

Durandal Type/-

A mysterious individual who lives in the hut near the Wyndia Castle.

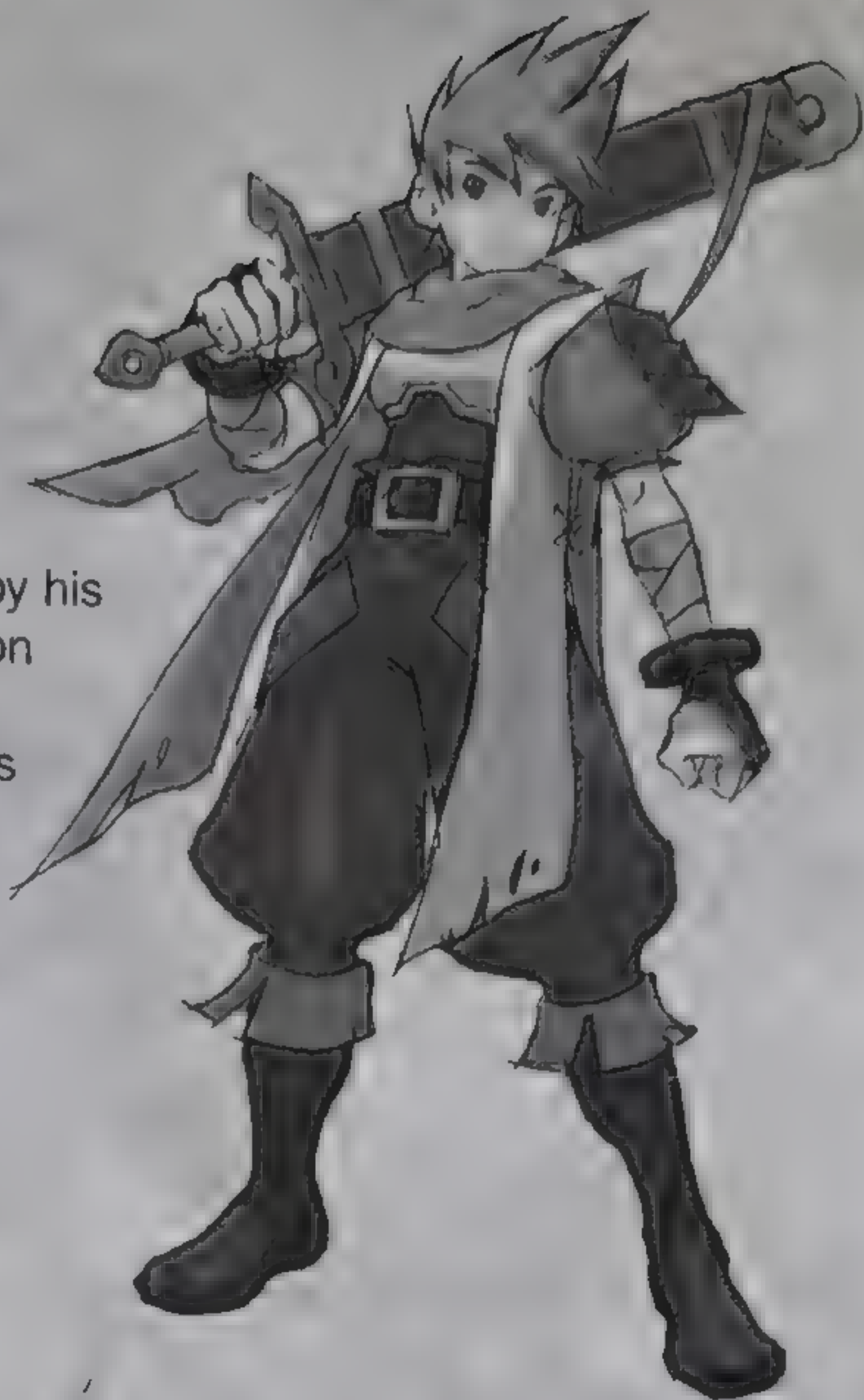| LEVEL 1 UP	?????	LEVEL 2 UP	?????
LEVEL 3 UP	?????		

Characters
Allies

Ryu

The character you command. He has the superhuman strength granted him by his ancestors of the Dragon Clan. As he matures, more and more powers are discovered from within.
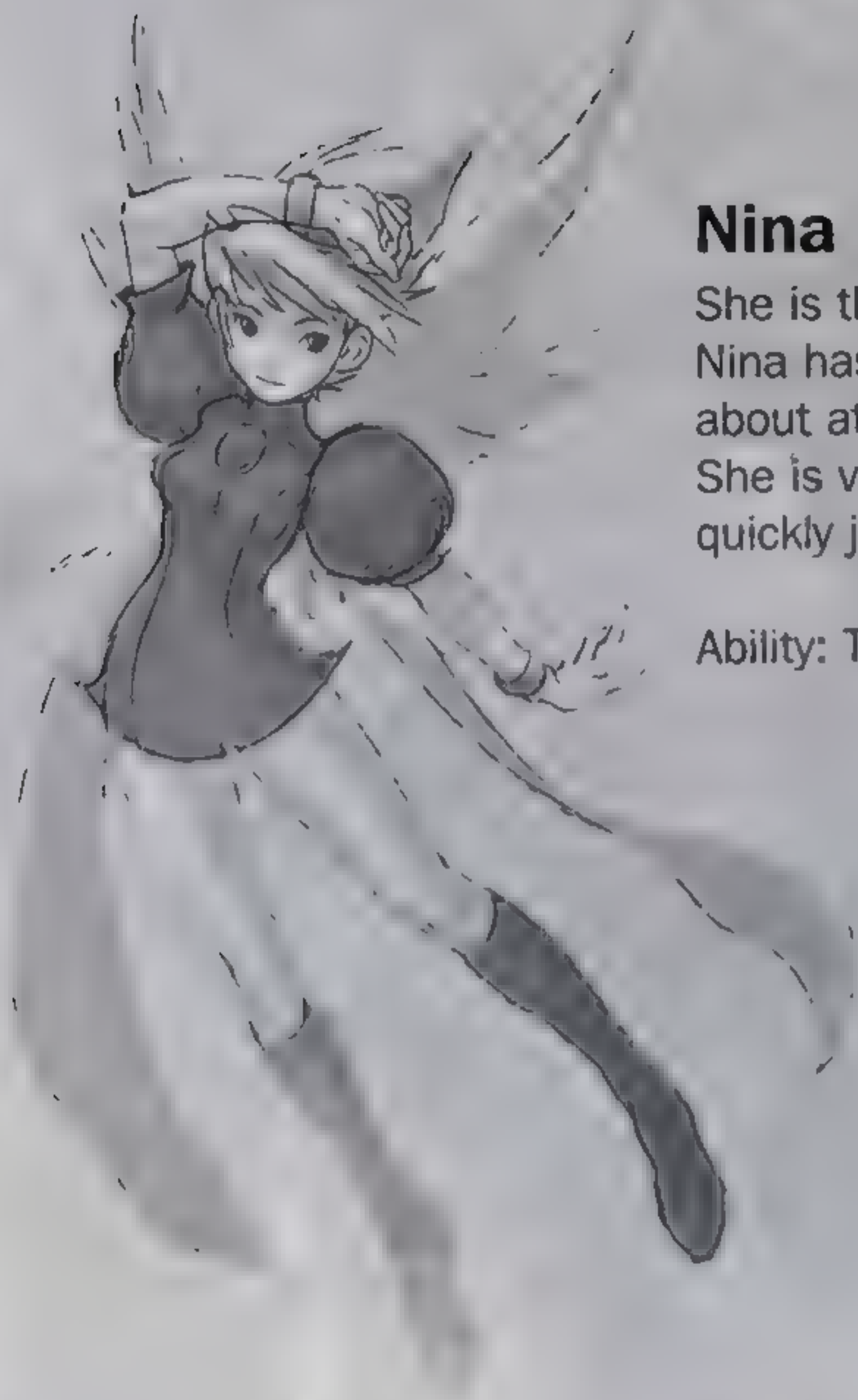
Ability: Use Sword

Nina

She is the Princess of Wyndia. Nina has a wealth of knowledge about attack magic.
She is very curious, and will quickly jump into new quests.
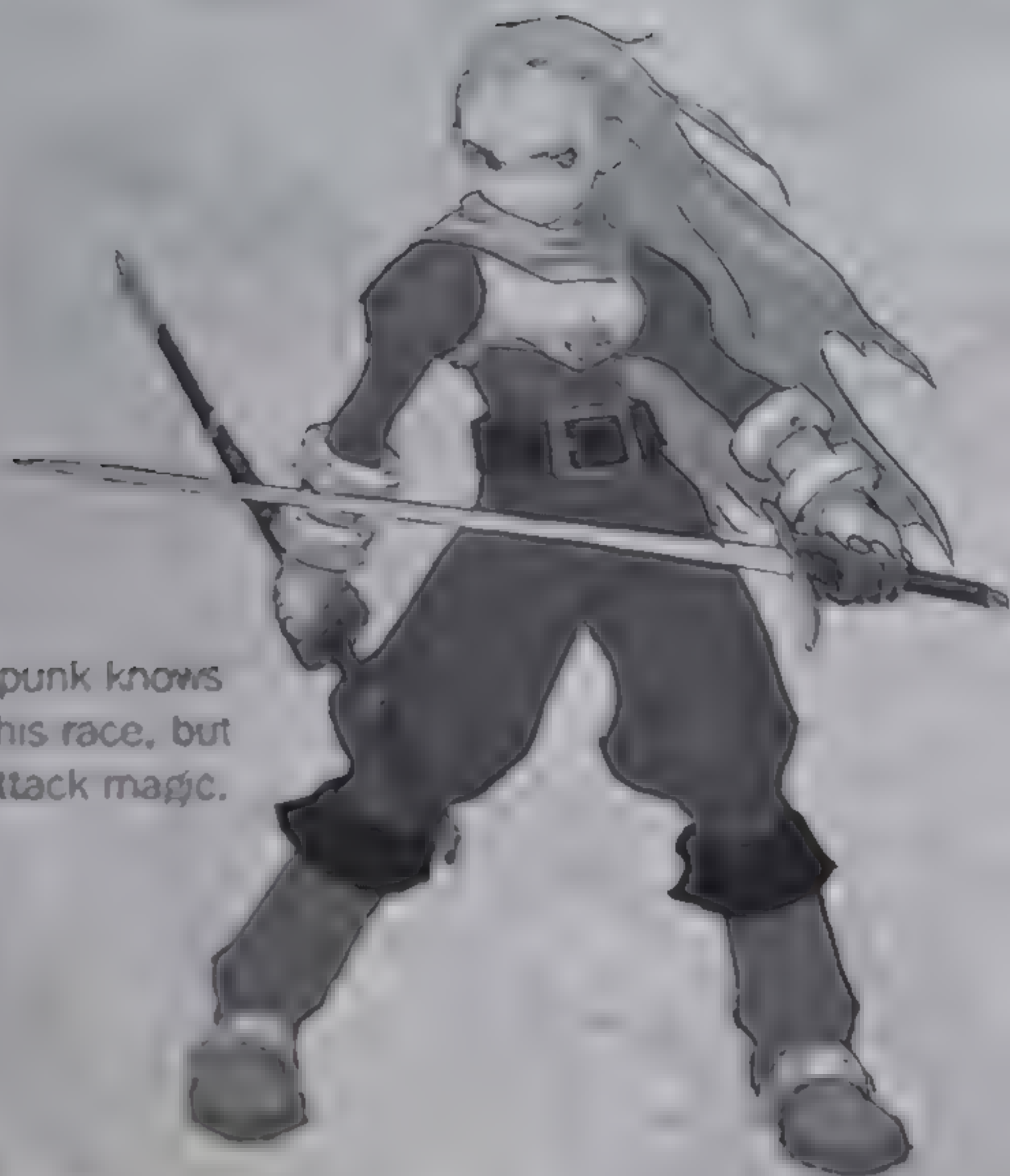
Ability: Throw Magic

Characters (

Allies

Teepo

This orphaned punk knows nothing about his race, but has powerful attack magic.
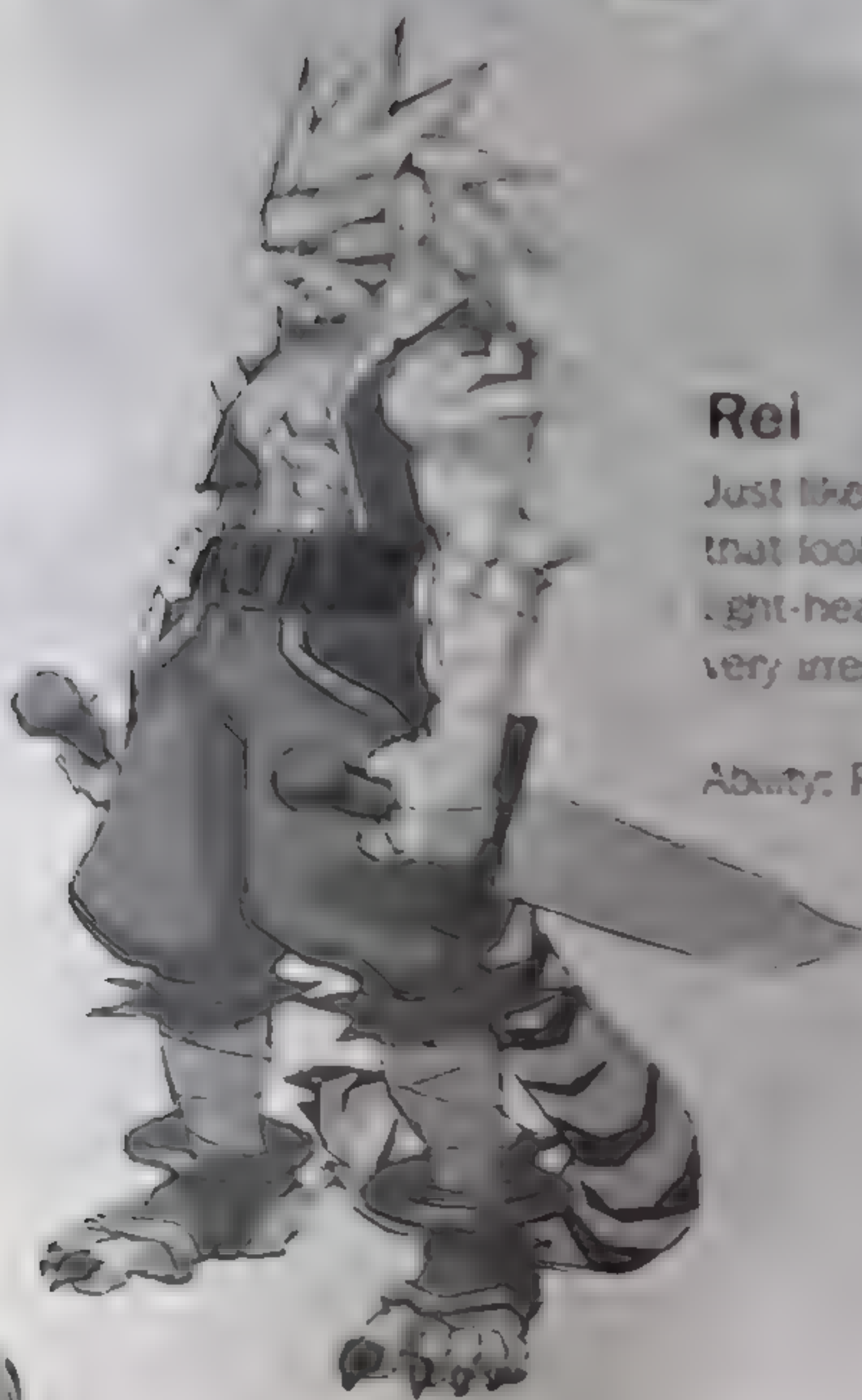
Ability: Kick

Rei

Just like Teepo, he is an orphan that looks after Ryu. He has a light-hearted disposition and is very irresponsible.
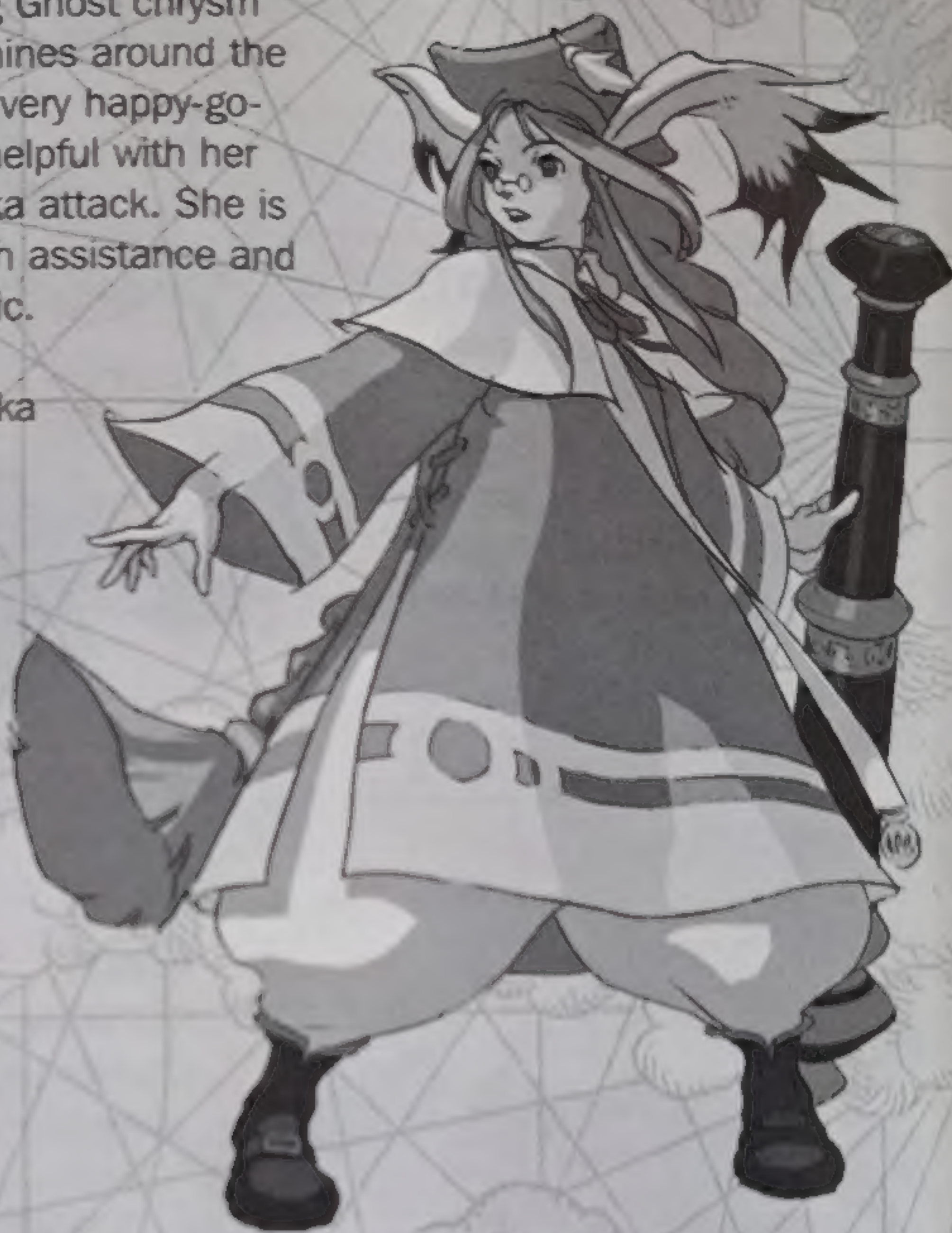
Ability: Pick Lock

Momo

Momo is a female scholar who is researching Ghost chrysm ore and machines around the world. She is very happy-go-lucky and is helpful with her strong bazooka attack. She is also good with assistance and recovery magic.

Ability: Bazooka

Honey

Momo's research partner, this mechanical soldier is powered by chrysm energy.
(It's not an ally.)

Characters (cont.)
Allies

Pecoros (Peco)

Pecoros is an abnormal creation born in a lab. A combination of plant and mammal, he has lots of HP that replenishes naturally. His language is a riddle.

Ability: Head Bat

Garr

The winner of the Contest of Champions, Garr has a strong sense of duty. He takes pride in his skill with special weapons and flame magic. He joins up with Ryu's party while travelling.

Ability: Push

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